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STARRING  
TRACY  
SCOGGINS



# TABLE OF CONTENTS

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START THE GAME .....	2	THE GAME SCREEN .....	19
WAKE UP, JOCK .....	3	Save .....	19
WHO YOU'RE		Load .....	19
DEALING WITH.....	4	New Game .....	19
QUICK START .....	5	Controller .....	19
Game Screen.....	5	Options .....	20
The Pointer.....	6	PUZZLES .....	21
The Action Commands .....	7	General Puzzle Controls .....	21
Inventory .....	8	First-Person Puzzle Controls ..	21
Inventory Action Commands ..	9	Crossword Puzzle Controls... ..	22
THE BIG PICTURE.....	11	HackNet .....	22
Exploring.....	11	CREDITS.....	23
Inventory .....	11		
Regular Inventory Items .....	12		
Special Inventory Items .....	13		
Inventory Functions.....	16		
Wires' Computer .....	17		

## Before Using Your 3DO® System

Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.

## START THE GAME

1. Make sure a Control Pad is plugged into the Control Port of the console. (If not, turn the system OFF, then plug in a Control Pad, and turn the system ON again).
2. Press the POWER button to turn ON the 3DO system. The ready light indicates that the unit is on.
3. Press the OPEN/CLOSE button. The disc tray extends or the top pops up.
4. Insert SnowJob™ Disk #1 into the disc tray with the art side up and press OPEN/CLOSE to retract the tray. The 3DO logo appears on the television screen (If you don't see it, turn OFF the player and begin again at step 1).
5. In a few moments the opening video will start. (If you don't want to view an entire video sequence, press the A Button to skip to the end of this or any of SnowJob's video sequences.)

## WAKE UP, JOCK

It's springtime in the Big Apple, but you're not here to smell the apple blossoms. You are Jacques "Jock" Lamont, a down-on-your-luck ex-detective. You've been called back to the city on an urgent mission: to prevent a ruthless drug gang from wasting your former gal pal, Assistant DA Lara Calabreze. And, while you're at it, maybe you can polish up that tarnished reputation of yours.

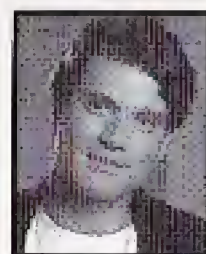
Something big is going down within the next 8 days, and that doesn't leave you much time. There are only so many hours a guy can work, even in this town.

The clock is ticking, so hit the streets. First stop is Wires' pad. He is your former partner and the guy who tipped you off to Lara's predicament. Wires is also an electronics whiz who has lots of goodies you can use in your investigation. You can also call up Clarence "Bull" Dozier, another old friend who's still on the police force. And, of course, you'll have to pay a visit to Lara.

As you travel the gritty streets of New York, you'll run into lots of greaseballs, thugs, and other colorful characters. You'll have to do some fast talking to get what you want. Or, if you're feeling macho, try a little muscle. Use influence where you still have it, talk to the right people, solve puzzles, gamble, decipher codes and invade the Snowman's secret computer network without him knowing the gig is up. How you deal with people is up to you. And how they respond...well, that's up to them.

You'll need all of your wits to save Lara's life and stay one step ahead of the shadowy kingpin called the Snowman. If you're not quick, your friends are toast, and the Snowman will celebrate his biggest drug shipment ever. And don't think the sky's the limit – you're on a budget here. Manage your cash flow. Oh, and watch your back. These bad guys play for keeps.

## WHO YOU'RE DEALING WITH...



**You. Jacques "Jock" Lamont:** A former NYPD detective, you left New York with your tail firmly between your legs.

Here's your chance to redeem yourself in the eyes of a very attractive damsel in distress.

**Brian "Wires" Harris:** An electronics wizard and Jock's old partner. Confined to a wheelchair since their last mission together, Wires has uncovered some disturbing messages going across the Internet.



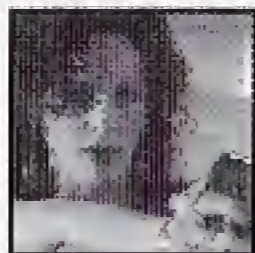
**Lara Calabreze:** A sexy assistant DA. She has launched a one woman crusade against the crack cocaine gangs in her jurisdiction.

**Terry Fahn:** District Attorney and Lara's boss and mentor.

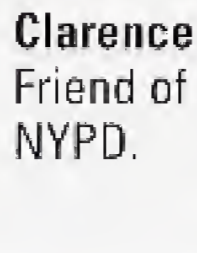


**Anthony Frost:** A wealthy socialite.

**"Dusty" Conners:** A slippery brunette with questionable loyalties to the gang.



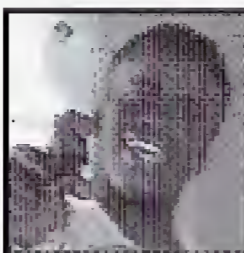
**Braden Howard:** A Wall Street broker and Dusty's contact.



**Clarence "Bull" Dozier:** Friend of Jock's still on the NYPD.



**Ice Pick:** Hit man for the gang.



## QUICK START



Day / Time

Location

Action Command Bullet

### Game Screen

(Save/Load/New Game, Options, Controller Map) X Button

The Game Screen is where you can save games in progress, load previously saved games, start new games and set game options. Press the X Button to open the Game Screen, then highlight a choice and press the A Button to select. For example, to save a game, highlight Save Game and press the A Button, then select one of the six available game slots and press the A Button again to confirm your choice. For more detailed information about everything available in the Game Screen, see *The Game Screen* section.

**HINT:** There are some cool options here that you really shouldn't miss.

No matter where your investigation takes you, on screen you will always see several important pieces of information, like your location or the current active item (it's the one that is highlighted), Day and Time, and the current Action Command. In addition, the Pointer is always visible and its icon changes to reflect the current Action Command shown on the bullet in the lower left corner of the screen.

Here's the basics of getting around:

- Use the Pointer (**D-PAD**) to highlight what you want to act upon in the scene.
- Press **LEFT SHIFT** to select your next action (specifically, to toggle through the Action Commands).
- Press the **A Button** to activate the command.
- Press the **C Button** to open the Inventory window, and the **B Button** to close it.
- Press the **X Button** to display the Game Screen.
- Press the **P Button** to Pause.

### **The Pointer**

The Pointer appears as the icon of the currently selected Action Command. Move the Pointer using the D-PAD.

When the Pointer finds a "hot" object, it becomes highlighted (i.e. brighter). While an item is highlighted, press **LEFT SHIFT** to toggle through the Action Commands. You will hear a negative beep if an action is not available for that object. Press the **A Button** to activate a command that is available.

**HINT:** This is the basic method by which you interact with the game – locate hot spots and investigate.

### **The Action Commands**

#### **(Look, Take, Use, Talk) — LEFT SHIFT**

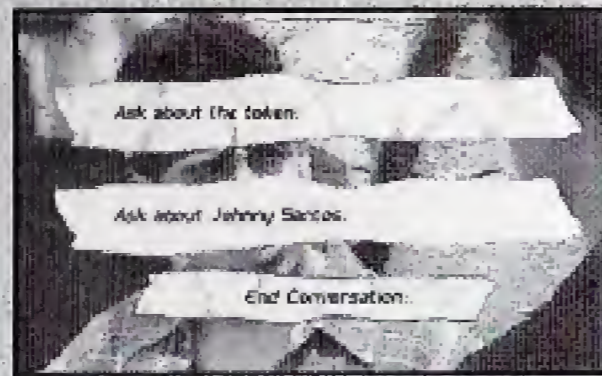
Action Commands control how you interact with what you see. When you see something that interests you, use the Pointer to highlight it and then select the appropriate Action Command to look at something, talk with a character, take an object, or use an object. The current Action Command is shown in the lower left corner of the screen. When you locate an item you want to interact with, toggle through the following Action Commands using the **LEFT SHIFT** key until you find the appropriate one. Press the **A Button** to perform the selected Action Command:

**LOOK** To look at an object, press **LEFT SHIFT** until **LOOK** mode is selected. The Pointer will appear as a **magnifying glass**. When the magnifying glass icon is highlighted, it tells you that you've found a hot item. This could be another person, a piece of equipment, a book, or anything worth checking out. Press the **A Button** to investigate further, or press the **B button** to cancel.

**TAKE** To take an object into your Inventory, highlight it with the Pointer, then press **LEFT SHIFT** until the **TAKE** mode appears. The Pointer will appear as a **hand**. Press the **A Button** to complete the selection. If the object can be taken into Inventory, it will disappear from the screen and show up in your Inventory screen. Inventory holds a limited number of objects (21), so clean house from time to time.

**USE** Highlight an item in the scene, then toggle with **LEFT SHIFT** until **USE** mode appears. The Pointer will appear as a small **electronic device**. Press the **A Button** to select the item and begin "using" it. (For example, to use the phone in Wires' loft, select the phone and then toggle to **USE** mode. Press the **A Button** and you'll be able to dial the telephone.)

**TALK** In many of the scenes you'll find characters to talk to. Nobody in this town talks to strangers, so you will need to initiate the conversations. To talk to someone, highlight the character, then toggle to TALK mode and press the A Button to start the conversation. The Pointer will appear as a set of **talking lips**. After listening, use the D-PAD to select your response (the LEFT SHIFT will page to next screen of dialogue choices, if more are available), and then press the A Button.



**HINT:** Save the game before you start a conversation with someone...you never know. (To save a game, press the X Button to open the Game Screen, then choose Save Game from the menu.)

## **Inventory**

### **C Button**

The Inventory window is where you call all your shots. It provides you with the basic things you'll need starting out, but it is also what you will use to carry items that you collect in your travels. (For more detailed information, see the *Inventory* section.)

### **Basic Inventory Items**

- **Open Inventory** – use the C Button.
- **Close Inventory** – use the B Button.
- **Map** – One of the most important Inventory items. During the game, you can open Inventory and refer to the map at any time to check out where you are, find where you want to go, or to travel around the city on public transit.



**View the Map** In the Inventory window, use the D-PAD to highlight the Map, then press the A Button to open the Map.

**Travel** Use the D-PAD to highlight the desired destination, then press the A Button.

- **Wallet** – You've got over \$300 to start. When you buy something, money will be automatically taken from your Wallet, so spend wisely and look for ways to make more \$\$.
- **Address Book** – contains your contacts and phone numbers.
- **Jock's File** – contains all of your background info. Flip through the file by using the A button.

## **Inventory Action Commands**

There are additional Action Commands which are available in Inventory:

**USE** To use an item, press the C Button to open Inventory. Use the D-PAD to highlight the item, then toggle with LEFT SHIFT until USE mode appears. Press the A Button to select the item, and Inventory closes. Then highlight the area or item in the scene that you wish to use in conjunction with the Inventory item, and press the A Button to complete the function.

**BUY** There are two ways to buy items. The first is to highlight an item in the scene, use LEFT SHIFT to toggle to TAKE mode, and press the A Button. If that item is for sale, a pop-up will appear to tell you the price of the item and ask whether or not you wish to buy it. If you choose to buy it,

the item will be added to your inventory, and the price of the item will automatically be depleted from your wallet.

The second way to buy an item is to press C to open the Inventory window. Use the D-PAD to highlight your Wallet, then toggle with LEFT SHIFT until USE/BUY mode appears. Press the A Button to complete the selection, and Inventory closes. Then highlight the item you wish to buy in the scene and press the A Button to complete the transaction.

Assuming you have enough money, the purchased item will now appear in Inventory.

**DISCARD** To discard an item, highlight it in Inventory and then press LEFT SHIFT until DISCARD mode appears. Press the A Button, and you'll have one more chance to change your mind before the item is lost for good.

**DROP** To drop an item, highlight it in Inventory and then use LEFT SHIFT to select DROP mode. Press the A Button to drop the item at your current location.

**HINT:** If you put an object back where you originally found it, the object returns to that location and can be taken again later. If you discard an object in a different location from where you found it, the object is lost until you start a new game.

That's enough of a crash course to get you started. Good luck, and keep your eyes and ears open. (Read on if you want more details about how to pursue the Snowman's identity.)

## THE BIG PICTURE...

### Exploring

You'll have to get good at navigating your environment if you're going to solve this case and save Lara's life. Here are your basic controls:

Look around, move, highlight things. . . . . **D-PAD**  
Zoom in and out . . . . . **RIGHT SHIFT** and **D-PAD UP/DOWN**  
Toggle Action Commands . . . . . **LEFT SHIFT**

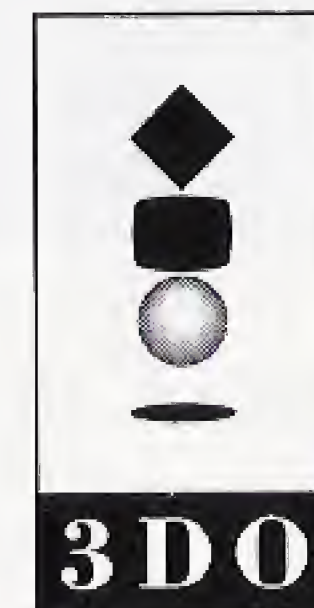
Action Commands include: Look/Talk/Take/Use. The name of the currently selected Action Command is listed in the lower left corner of the screen.

**HINT:** The "walking feet" will appear over areas you can walk to. Press the A Button to go there.

Perform Selected Action Command . . . . . **A Button**  
Interrupt video . . . . . **A Button**  
Display Inventory . . . . . **C Button**  
Close Inventory . . . . . **B Button**

### Inventory

Display inventory . . . . . **C Button**  
Close Inventory . . . . . **B Button**  
Move through Inventory items . . . . . **D-PAD**  
Scroll through Action Commands . . . . . **LEFT SHIFT**  
Select Inventory command . . . . . **A Button**



## Regular Inventory Items

At the start of the game, the Inventory contains your personal phone book, your wallet, a map that lets you travel from place to place, and your personal file. It's a good idea to check the map occasionally because new locations appear as you talk to characters or accomplish other goals.

**HINT:** You are limited to 21 items in your Inventory.

- **Map** – The map is your way of getting around, and will always show you where you presently are in the city. There are many places to go, but you don't know all of them yet. At any time during the game, use the map to check out where you are, where you want to go, or to travel around the city on public transit.



**To View the Map** Press C to open Inventory, use the D-PAD to highlight the Map, then press the A Button to display the Map. Use the D-PAD to scroll the Map for destinations that may not be visible initially.

**HINT:** Some new destinations are added to the map beyond the initial range of view. Explore the map using the D-PAD to look for additional locations.

**To Travel** To use the Map to travel, open Inventory and select the Map. Use the D-PAD to highlight the desired destination, and press the A Button to travel to the section of the city that you've chosen.

- **Wallet** – your limited funds (\$307.75, to start) could put you at a disadvantage somewhere down the road, so manage your money wisely! Watch for ways to make more money (e.g. selling things). Use the A Button to see how much money you have on hand. When you buy something, the money will be automatically taken from your Wallet.
- **Address Book** – your contacts and phone numbers.
- **Jock's File** – your background info. Flip through the file by using the A Button.



## Special Inventory Items

Here's a small sample of the kinds of devices you can have at your disposal if you're crafty. Many of them are just lying around Wires' loft – any extra time you have can be well spent exploring his work bench. You might need to do some repairs to get them operational, but you never know when a handy device might save your life... Plus, keep your eyes open as you chase down leads.

### SnakeCam

For filming those hard-to-get places. When you use the SnakeCam, the video you shoot is added to your Inventory.

### ShotGun Mic

When you don't want to get caught eavesdropping, you can make an audio recording with the Shotgun Mic. The audio tape is then added to your Inventory.



### SuperTracker

If you want to find out where somebody is going, slap this on their car and soon you'll be able to track their every move. When you've found a place to use the SuperTracker, plant it by pressing the A Button. You should hear some short beeps to let you know it's installed correctly. A beep will sound each time a new location is reached, and each new location is added to the Map. A red dot marks the current location of the car. A grey dot marks where the car has previously been.

### TeleTap

If you're able to tap the circuits, you'll get some juicy gossip. It works just like a regular phone – sort of... You have to attach clips to both the red connector and the blue connector of a "live" circuit, and you have to dial the correct number for that circuit. You get five tries to dial the correct number.

#### To get a circuit:

- LEFT SHIFT**. . . . Select red or blue clip
- D-PAD**. . . . . Move the selected clip
- A Button**. . . . . Attach the clip to a connector

To attempt to enter a correct circuit number, select four digits on the TeleTap screen and press the A Button. The correct digit in the correct location is indicated by a green light. The correct digit in the wrong location is indicated by a yellow light.

#### Once you arrive at a circuit:

- A Button** . . . . . Dial telephone number
- B Button** . . . . . Exit TeleTap
- D-PAD Left/Right** . . . Move pointer Left/Right
- D-PAD Up/Down** . . . Change digit at pointer location

**HINT:** If you're tapping into a normal voice circuit, you'll hear a telephone conversation and an audio tape will be added to your Inventory. If you tap the arcade's phone line, you'll hear a data transmission and a diskette copy of the transmission is added to your Inventory.

### Remote Logon Device

This is a very sophisticated piece of equipment. If you decide to use it, you're going to have to install it first. Wires will tell you everything you need to know about installing the Logon circuit card into a computer (you may want to write some of this down!). Here are the controls to use while installing the device:

- LEFT-SHIFT**. . . . Change command: Set Dip Switches, Take, Install, Drop
- A Button**. . . . . Press switch or perform command
- D-PAD**. . . . . Move pointer or object

## ***Inventory Functions***

To perform an action in Inventory, first open Inventory with the C Button, then highlight the object and then toggle to the appropriate Action Command. Here's what you can do with Inventory items (and how to do it):

**To Look at an Inventory Item:** Use the D-PAD to highlight an object and press the A Button to select it. This will let you see how much money is in your Wallet, look up phone numbers, read papers, etc.

**Use an object in Inventory:** Use the D-PAD to highlight the item, then toggle with LEFT SHIFT until USE mode appears. Press the A Button to select the item and Inventory closes. Highlight the area or item in the scene where you wish to use the Inventory item, and press the A Button to complete the function.

**To Take an item and add it to Inventory:** Highlight the item in the scene. Press LEFT SHIFT and toggle to TAKE mode, then press the A Button. Assuming the object can be taken (some things cost money...) it will be moved into your Inventory.

**To Buy an item and add it to Inventory:** You can do this in two ways. The first is to highlight an item in the scene, use LEFT SHIFT to toggle to TAKE mode, and press the A Button. If that item is for sale, a pop-up will appear to tell you the price of the item and ask whether or not you wish to buy it. If you choose to buy it, the item will be added to your inventory, and the price of the item will automatically be depleted from your wallet.

The other way to buy an item is to open the Inventory window using the C Button. Use the D-PAD to select your Wallet, then toggle with LEFT SHIFT until the USE/BUY mode appears. Press the A Button to complete the process and Inventory closes. Highlight the item you wish to buy in the scene and press the A

Button to complete the transaction. Assuming you have enough money, the purchased item will appear in Inventory.

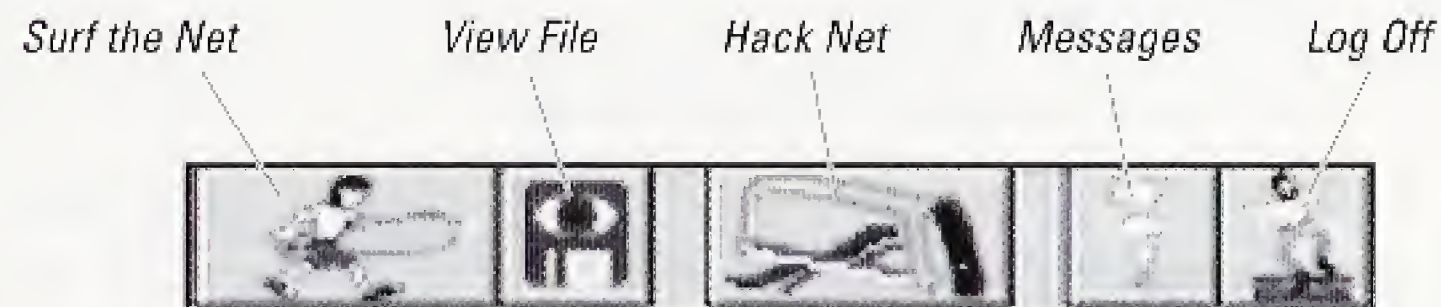
**Permanently Discard an object from Inventory:** Use the D-PAD to highlight the item, then press LEFT-SHIFT to toggle to DISCARD mode. Press the A Button to permanently discard the item.

**Temporarily Drop an object from Inventory:** Use the D-PAD to highlight the item, then press LEFT-SHIFT to toggle to DROP mode. Press the A Button to drop the item at the current location.

**HINT:** You can only Drop an item in its original location in order to have it remain available for use at a later time. If you drop an item in a location other than where you picked it up, the item will be permanently lost from the current game.

## ***Wires' Computer***

By the time you hit town, Wires has already found a clue on the Internet – but what does it mean? You won't be able to solve the case without the information that only the computer can provide, so you'll need to know the basics of computing.



**SURF THE NET** From coded messages to hot clues, the Net has something for everybody. Click the Surfer icon to access an address-entry window and check out some sites. Use the D-PAD to point to a letter, then press the A Button to add the selected letter to the address line. If you make a mistake, click the Back Arrow (it erases one letter at a time). Click the OK icon when you've typed out the correct address, or click the parachute to escape.

**VIEW FILE** Click this icon to read any data files in your Inventory.

**HACK NET** Click on the Hacksaw to go to the HackNet environment where you can operate the Remote Logon device. Wires will tell you everything you need to know (but you might need to write down some of his techno-speak instructions for installing the device). Using HackNet may take some getting used to, but anyone who's spent a few days collecting shreds of evidence and scraps of paper in a city this size should have no trouble sneaking around in cyberspace. After all, it's just like the streets outside – you have to work to get access to the big boys.

**MESSAGES** This is Wires' own Internet mail box. Why can't the crooks just email you their plans?

**LOG OFF** Use this icon to log off Wires' computer.



## THE GAME SCREEN

The Game Screen can be displayed at any time during the game by pressing the X Button. The Game Screen gives you access to the following choices:

### *Save*

Select Save Game and press the A Button to open the Save Game window. To save the current game, use the D-PAD to highlight any of the six available slots and then press the A Button. The time and date of the saved game will be recorded in that slot. The RETURN command will take you back to the Game Screen.

### *Load*

To load a previously saved game, select Load Game from the Game Screen menu and press the A Button. In the Load Game window, use the D-PAD to highlight the game you want and then press the A button. Play will resume where you left off in the selected game. The RETURN command will take you back to the Game Screen.

### *New Game*

To start a new game, highlight New Game from the Game Screen menu and press the A Button.

### *Controller*

This shows you a map of the Control Pad buttons. The RETURN command will take you back to the Game Screen.



## Options

Highlight Options from the Game Screen menu and press the A Button. While viewing the Options screen, use the D-PAD to highlight an option, then use D-PAD left or right to set that option (for example, to toggle it ON/OFF). The RETURN command will take you back to the Game Screen.

### The Options Available to you:

- **MUSIC** . . . . . ON or OFF
- **TIME** . . . . . Slow, Medium, or Fast
- **ADVANCE TIME** . . . . . + or -

Plus (+) advances the current time in 15 minute increments. Minus (-) depletes time in 5 minute increments. You may not go back in time any earlier than when you entered the Options screen.

- **DAY-END REPORTS** . . . ON or OFF

With Reports On, you'll receive a message at the end of each game day telling you whether you've accomplished the most important goals for that day. You might even be directed to some hints.

- **END CURRENT DAY NOW**

When you think you've done everything you can on a certain day, select End Current Day Now. The game will immediately go forward to the next game day.

**HINT:** Each day ends when the clock runs out at midnight, or when you accomplish a certain critical goal for that day. If you go to the next day without achieving the main goal, you might not be able to win the game.

## PUZZLES

Everybody knows that nothing comes easy in New York, but you'll still be surprised at the challenges you keep facing in your investigation. If you thought crossword puzzles, arcade games, sewers and shredders had nothing in common, think again. You might want to read on for some helpful hints. You'll know you're on the right track if you find yourself doing the following:

### General Puzzle Controls (for MOST puzzles you'll encounter)

- A Button** . . . . . Select or "do"
- B Button** . . . . . Quit Puzzle
- D-PAD** . . . . . Maneuver within environment
- LEFT SHIFT** . . . . . Toggle between **Commands** or **Modes**

### First-Person Puzzle Controls (when you find yourself INSIDE the puzzle action)

- D-PAD up/down** . . . . . Move forward or backward
- D-PAD left/right** . . . . . Rotate left or right
- LEFT SHIFT** . . . . . Slide left
- RIGHT SHIFT** . . . . . Slide right
- A Button** . . . . . Fire, if applicable
- B Button** . . . . . Quit Puzzle



### Crossword Puzzles

Each day, a new edition of the local paper hits the streets at the Kiosk near Wires' loft. If you buy a newspaper and flip through the articles by pressing the A Button, you will come to the daily crossword puzzle. Use the clues on the page to solve the puzzle and enter the correct words in the Down (vertical) and Across (horizontal) rows. (See Crossword Puzzle Controls on next page.)

## Crossword Puzzle Controls

- D-PAD** ..... Move the pointer around the keyboard
- A Button** ..... Select desired letter
- LEFT SHIFT** ..... Moves cursor "Down" on puzzle
- RIGHT SHIFT** ..... Moves cursor "Across" on puzzle
- B Button** ..... Exit puzzle

## HackNet

With HackNet, you can hack your way across the international computer network. To dial into a network destination, move the pointer onto it and press the A Button. To dial into that computer, you'll be asked for a phone number. A list of phone numbers appears in a scrolling window. If you choose the correct phone number, you'll be able to dial into that computer.

You will be asked for a password on Host computers. Here is a tip: you must have two nodes between each Host computer. If you enter the wrong password on a Host computer, that computer may trace the request. If that happens, quickly retrace your steps, logging off each computer in reverse order until you're back at Wires'. If you don't hurry, you'll lose your network privileges. Or worse.

**HINT:** You will often have to type in codes from telebanking or bank authorization transactions, so write them down when you get them!

There are lots more challenges to face. Don't panic if you find yourself stuck on a roof somewhere, and whatever happens keep as cool as a safe-cracker and keep your eyes peeled for clues – the city is littered with shreds of evidence in all sizes and forms! If you don't, you may not get the information you need in time to save Lara's life and bring down the Snowman.

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*Luis* – Richard Aguayo  
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*Bull Dozier* – L. Warren Young  
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*Ginger* – Flint Bradley  
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*Raul Gonsalves* – Mark Oliver  
*Charli* – David Dwyer  
*Braden Howard* – Jerry Bowman  
*Dario Deloro* – Michael Lopez  
*Dominique Deloro* – Briona Breland  
*Pool Girl* – Suzzana Erlich  
*FBI Woman* – Joesetta Howard  
*FBI Man* – Richard Fagen  
*Backroom Kid* – David Kronawitter  
*Bar Patron 1* – Boogie Burdette  
*Bar Patron 2* – Rocky Dickerson

**Special Thanks to**  
Gary Lake

## STUDIO 3DO CUSTOMER SERVICE

### *Technical Support:*

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1-415-261-3454  
(operators are standing by)

### *Or you may write to us at:*

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